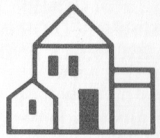

RANDOM HOUSE
Software

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The Alpine Encounter™

Program Design & Implementation: ibidinc

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The Alpine Encounter™

Welcome Agent 456!

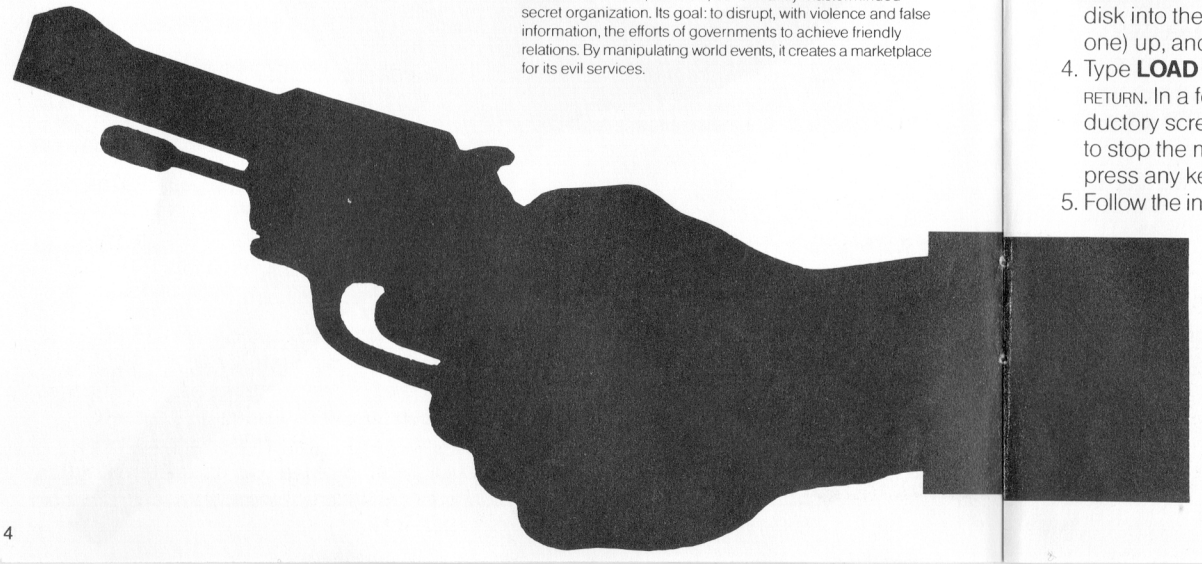
Our intelligence sources have uncovered something suspicious. Last week two major crimes took place in different parts of the world. In Peking, China, a priceless Ming vase was stolen from the "Art for Peace" exhibit, scheduled for a U.S. tour. And in the United States, the top-secret plans for an invincible new missile were taken from a military installation in the Rocky Mountains, the thieves escaping by helicopter. Both operations required superb intelligence and planning. Until now we saw no connection between the two incidents. But reliable information leads us to believe that the two thefts are indeed related and may be the work of VODAC.*

You are to go to the Alpenhof Hotel in Switzerland. A driver will take you from the airport to Alpenhof. Register at the hotel and begin your investigation immediately. Make contact with Agent 487, who is undercover as an exchange student. He will give you the necessary details and information on the case.

Something peculiar is happening at Alpenhof. We are certain it is related to the stolen vase and missile plans. Your job is to recover the two items and to stop all VODAC agents involved. When you identify VODAC agents, call the police to make arrests. You will have only twelve hours to accomplish your mission.

Good luck on your assignment—*The Alpine Encounter.*

***VODAC**—a sinister, fanatical, but brilliantly masterminded secret organization. Its goal: to disrupt, with violence and false information, the efforts of governments to achieve friendly relations. By manipulating world events, it creates a marketplace for its evil services.



To Begin

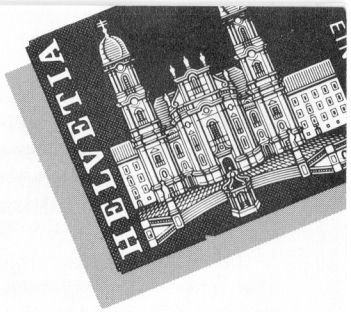
Apple, IBM:

1. Insert the two-sided *Alpine Encounter* disk into the disk drive, label side (side one) up, and close the door.
2. Turn on the computer and the monitor. In a few seconds the introductory screens will appear. If you want to stop the music or the Teletype, press any key.
3. Follow the instructions on the screen and you will soon be standing outside the resort hotel, Alpenhof.

NOTE: If you are using the Apple IIe or IIc, press the CAPS LOCK key down.

Commodore 64:

1. Turn on the disk drive, then the monitor.
2. Turn on the computer last.
3. Insert the two-sided *Alpine Encounter* disk into the disk drive, label side (side one) up, and close the door.
4. Type **LOAD "ALPINE", 8,1** and press RETURN. In a few seconds the introductory screens will appear. If you want to stop the music or the Teletype, press any key.
5. Follow the instructions on the screen and you will soon be outside the resort hotel, Alpenhof.



To Play and Move

When you see the prompt (>), you can move from one location to another by typing:

GO NORTH
GO SOUTH
GO EAST
GO WEST
GO UP
GO DOWN

Certain abbreviations also work. Use GO N or simply N to go north. Stairs and elevators work realistically. You can go up or down stairs, but you must push buttons to open elevator doors and to go up or down.

When you have finished typing an instruction, press RETURN (Apple, Commodore 64) or the ↵ key (IBM).

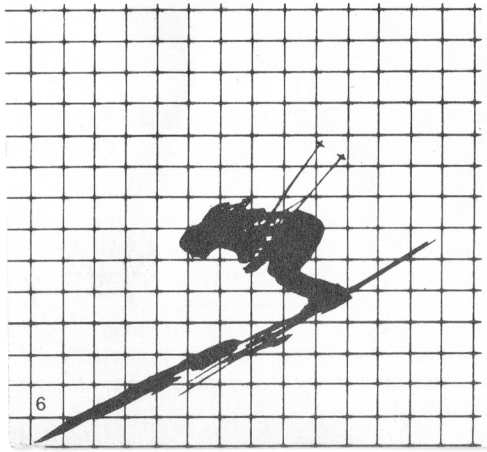
The screen will provide you with information about your location and characters you meet. If the description is too long for the screen, you will hear a beep. Just press any key to advance the rest of the text. The computer will be ready to accept your next instruction when you see the prompt (>).

As you conduct your investigation, you will find yourself in various locations. Draw a map or use the PRINTER function (see page 10 for instructions) to keep track of your progress as you explore the resort.

The Alpenhof Hotel has two floors and a basement. Most of the public rooms are on the first floor, and the guest rooms are on the second. The basement is used for storage.

There is a separate ski chalet, the "Halfway Haus," located midway down the ski slope.

Keep your objective in mind as you move. Visit areas at different times. People and objects may turn up in places you once found empty. Gather clues, solve the mystery, and foil VODAC.



To Give Instructions

The *Alpine* program understands only instructions that begin with verbs, with the exception of greetings, such as HELLO, and the directions N, S, E, W. Some verbs require a direct object, for example:

PULL THE ROPE
ORDER LUNCH
RIDE THE TRAM
TAKE THE GUN

In the sentence TAKE THE GUN, the word TAKE is the verb and the word GUN is the direct object.

With some verbs, you will need to use a direct object and an indirect object. Indirect objects describe who or what is to receive the action or object. For example:

GIVE THE GIFT TO THE ENERGETIC MAN

PUT THE DISK INTO THE COMPUTER

In the sentence PUT THE DISK INTO THE COMPUTER, the word DISK is the direct object and the word COMPUTER is the indirect object.

Some additional words you will find useful are:

SEARCH
GET
BUY
READ
EAT
LISTEN

A NOTE ABOUT ERROR MESSAGES

If you type something that does not make sense to the program, an error message will come up on the screen. An error message is an explanation of what is wrong with the command you have entered.

Some verbs have specific limitations. For example, TAKE THE COMPUTER will produce the error message:
You can't take that.

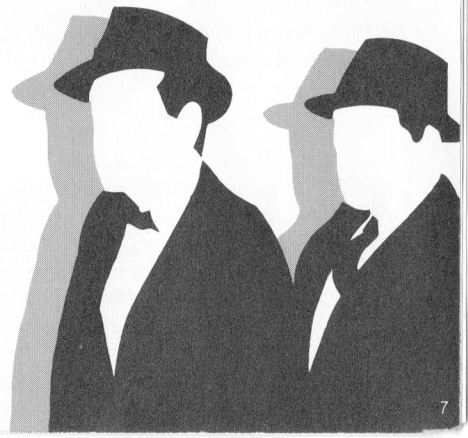
Here are some other common *Alpine Encounter* error messages:

I don't know the word(s) "_____".
The word you entered is not in the program's list of words.
Try to think of other words that mean the same thing.

You can't use the word "_____" here.
The program knows the word you typed, but the program does not understand the word as you have used it.
For example, the words TAKE and RIDE are understood as verbs. You can TAKE THE GUN or RIDE THE TRAM. The sentence TAKE A RIDE will produce the error message: You can't use the word "ride" here.

You need an indirect object here.
The sentence you entered needs an indirect object. For example, GIVE THE GIFT will produce this error message. The program will understand GIVE THE GIFT TO THE ENERGETIC MAN.

That's very confusing.
or
That's not a good idea.
These messages will appear when the program does not understand your sentences. If one phrase or word is not understood, try another. The program has its own vocabulary, and you will quickly learn the words it does understand.



To Interview Characters and Get Information

Be sure to greet the people you meet. The staff and guests of Alpenhof respond to friendliness. You can tell the program to ask them questions in this form.

ASK INSPECTOR SCOTT
ABOUT THE MANAGER

ASK THE BLONDE WOMAN
ABOUT THE VASE

A helpful method of recording your interviews is shown below. Use a similar chart for each character you interview.

At times it might be interesting, if not useful, to express natural impulses—to dance, hit, kiss. Move through the game naturally and see what happens.

You can get additional information by using the following command words:

LOOK. The computer will respond with information about objects in your present location. These objects may furnish you with additional clues.

INVENTORY or INV. The computer will list the objects you are presently carrying.

To Ski

To ski at Alpenhof, type:

SKI

Select your arcade difficulty level by choosing the expert or beginner slope. It's easier to learn to avoid the trees on the beginner slope. Indicate whether you will control the skier's movement by using a paddle or joystick, or by using the keyboard.

KEYBOARD

To control the direction of the skier, use the following keys:

Apple, IBM: [←] left [→] right

Commodore 64:

[↑ CRSR ↓] left [← CRSR →] right

To make the skier snowplow (slow down), use the SPACE BAR.

JOYSTICK/PADDLE

To control the direction of the skier, turn the joystick/paddle left or right.

To make the skier snowplow (slow down), use the button.

NOTE: For maximum game enjoyment, save the starting ski position on your *Save* disk. Do this before typing the word SKI.

ASK (NAME)	ABOUT (NAME OR OBJECT)	INFORMATION OBTAINED	TIME	LOCATION
Manager	Inspector Scott	He is a guest	9:25	Registration Desk
	Herr Cloutier			

To Save

A game in progress can be saved, and you can resume play at the same location and time at another session.

If you intend to save a game, be sure you have a blank disk. (It must be initialized for the Apple and Commodore 64.)

Whenever you want to stop and save the game, at the prompt (›) type:

SAVE

Follow the screen instructions. You will be asked to enter a position number (0–9).

Assign a number, starting with 0, to each game position (location and time) that you save. It will be useful to save the game when you are about to make a particularly risky move. Keep a list of the game positions you save on each disk. Up to ten different positions can be stored on one disk.

To Restore

To return to one of the saved positions, insert *The Alpine Encounter* game disk, side one. Follow the screen instructions, and when you see prompt (>) type:

RESTORE

When you are asked to put in your disk, take out the game disk and insert your *Save* disk. You will be asked to enter a number. Type the number of the game position to which you want to return (0–9).

When you are asked to insert the play disk, remove your *Save* disk and put in *The Alpine Encounter* disk, side two. Press any key and you will return to the same location and time of your saved game.

To Restart Play or To Quit

VODAC is a deadly opponent. If you find yourself terminated, you may restart the game. Just turn the disk over and press any key.

If your situation is hopeless, you can end the game at any time by typing QUIT. To restart, follow the directions given above.

Special Commands

The following command words will enable you to use special features.

PICTURES. If you prefer to turn off the graphics, type PICTURES. To resume graphics play, type PICTURES again, and the graphics will resume after your next move. The text is slightly different when the PICTURES are turned off.

PRINTER. If your computer has a printer and you want to print the game as it progresses so you can refer to it later, type PRINTER. To end printing, type PRINTER again. (For the Apple, the interface card must be in slot #1.)

About the Solution

The Alpine Encounter has no quick and easy solution. Get to know the guests, and use your imagination. Look, listen, and search. Ask questions. Snoop around. Take note of scheduled events, and watch the time which appears below the picture on the screen. Try to be in the right place at the right time.

There are several partial solutions, but only one way to capture the conspirators. Don't give up! If you accomplish only part of your mission or if you are "terminated" before your investigation is finished, try again. Only an agent with patience and perseverance can solve the mystery and thwart the evil plans of VODAC.

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